BORIS THE SPIDER

A Journal of Duplicitous Doings,
Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive!"
--Sir Walter Scott--

VOLUME VI, #1

21 Jan 98

New Volume, Old Headaches!

Well, the transition from GRAFHICWRITER III on my Apple IIgs to MACPUBLISHER on my Mac 6200/CD hasnot been painless. The major problem is that MACPUB hasn't recognized my inkjet printer yet, so we're using the Imagewriter dot-matrix printer for this issue. I apologize for the somewhat fuzziness of the print, but it was either that or another week or two delay getting this out. As it is, I've killed most of a three-day weekend getting the format down. I haven't been able to transfer my game icons over yet, so they're being pasted on using Post-It glue.

"Boris XI" has ended, so it is only fitting that we have a quorum for "Boris XII". The players shall be Fowble, Anderson, Gunar, McCaie, Shackett, Fisher, and Pryling with Boyum and Martinson as the first & second alternates (and since Gunar hasn't been heard from in several months, likely one will be a starter). Due next time from these worthies will be their country choice. Anyone else interested should send their preferences in case three (or more) of the above change their minds.

Starting this time is SETTLERS OF CATAAN with Osborne, Andersen, K. Wilson, and Chinnery. See p.16 for details. Need an alternate in case Osborne NMFs again. MAGIC REALM also begins this time with a cast of 7. Now if we could just get TJ's Old Bat and DC in the game...

STANDBY ALERT: We have possible openings for the following positions
ADVANCED CIVILIZATION: Assyria (Welch has first dibs)
DUNE: Emperor
AGE OF ENAISSANCE, "Rats for Sale": Genoa
SETTLERS OF CATAAN: Player #3
Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "It is a bias to think that the art of war is just for killing people. It is not to kill people. It is to kill evil. It is a strategy to give life to many people by killing the evil in one person." --Yagyu Munenori

BOOS & KUDOS

This month's Madame Boiduc Press Excellence Award goes to Ron Fisher for "Boris XI" press.

This month's Mr Nai Super-Sucky Bomb is lobbed at Debbie Osborne (again)

PERSONAL COMMUNICATION HERE (maybe)

Deadline for most games is Noon CST 14 Feb 98

TURKEY WINS!
French Frolic!
Fall 1911

X

1996G

MINAS MOROUL: 'Tis harvest time again in France, so again the military has thrown down its weapons and joined the orgiastic festival of grape harvesting. "Best cure for trenchfoot known," averred a crusty French sergeant as he stomped out the vintage of '11. The Turks, meanwhile, have did some stomping of their own while the French danced and the Germans desperately tried to keep up – to no avail. Turkey has gained critical mass. Europe, and hence the World, belongs to militant Islam.

TROOP MOVEMENTS

France is NMR so GM retreats F Spa and A Pic otb. Germany retreats A GAL to WAR and Russia retreats A MOS to WAR so both are eliminated.

FRA (Osborne) **NMR:** A Gas H(u); A Mar H(u);
GER (Boyum): [A Vie S A Tri-Tri], A Bob S A Vie, A Mun S F Den-Kie, A Bur-Par, [A Tri-Tri], A Wal-Bel, F Nwy-Nth, F Stf(sc) H, F Bre-Mid, F Den-Kie, F Eng C A Wal-Bel, F Pic-Bre;
RUS (Anderson): A Sil-Ber, [F Kie S A Sil-Ber]r-???;
TUR (York): A Mos S A Ukr-War, F Ion-Tyn, A Ukr-War, A Rum S A Gal, [F Pie-Mar], A Ven S A Tri, [A Tri S Bud-Vie], A Gal S Bud-Vie, F Adr-Ion, A Bud-Vie, F Aeg H, F Wes-Spa(sc), F Lyo S F Wes-Spa(sc), F Spa(sc)-Por.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Russian F KIE must retreat otb or to BAL, HEL, or HOL.

SUPPLY CENTER CHART

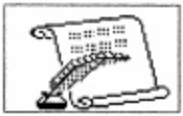
FRA:	Mar -Por -Spa -Par	(1) Year 1
GER:	-Ber Kie Mun Bel Den -Hol? Swe Lon Nwy Edi Lpl Vie Bre +Par +StP	(13/12) Build 1/Even
RUS:	-War -StP -Mos +Ber +Hol?	(1/2) Year 1/Even
TUR:	Ank Con Smy Bul Gre Rum Ser Tri Ven Nap Bud Rom Tun Sev +Mos +Por +Spa +War	(18) Build 4, WINS!!

Due next time are the retreat and end of game statements.

EMBASSY BEAT

Germany - Russia = Try to concentrate on the game my feeble-minded Tsar. The Turk is kicking your butt and is about to win the game. Do you enjoy Turkish intrigue in your backside?

Russia-Germany: Quit hacking my centers, Doofus.



Germany Awakes!
Austria, Germany On Last Legs!

Fall 1905

XI

1997D

MIRKWOOD: The exiled Andrew, Duke of York, has assumed command of German forces in the absence of his cousin Kaiser Seth, but it appears the damage is done. Both German Empires have been reduced to a single unit dependent upon a captured supply center. England, Italy, and France are the main beneficiaries (and architects) of their decline. The Russians and Turks meanwhile bide their time for soon the West will realize the danger posed by the "New Roman Empire", which is very much caught between the fout of them.

TROOP MOVEMENTS

Turkish F GRE retreated to ALB.

AUSTRIA (Boyum): [A Gre S A Ser], [A Ser S A Gre](d);

ENGLAND (Anderson): [A StP-Mos], F Nwy-Nrg, F Kie-Hol, F Nth S F Kie-Hol, F Lon-Eng, A Wal H, F Cly-Lpl;

FRANCE (Martinson): [A Bel-Holl], F Mid H, [A Par-Burl], [A Bur-Ruhl], [A Pic-Bell];

GERMANY (York): [A Hol-Kiel](d), [A Sil-Warl], [A Ruh S A Hol-Kiel];

ITALY (Wilson): A Mun-Ber, A Tri-Vie, A Nap-Tri, F Ion C A Nap-Tri, F Adr C A Nap-Tri, F Tyn S F Ion;

RUSSIA (Fisher): [A Mos S A Gal-Warl], [A Gal-Warl], A Bud S A Rum-Ser, A Rum-Ser, F Bla-Rum;

TURKEY (McCabe): A Con-Bul, [F Alb-Gre], F Aeg S A Con-Bul, F Ank-Con.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

AUS:	-Ser -Bul +Gre	(1) Even
ENG:	Edi Lon Nwy Swe Den Lpl Kie StP +Hol	(9) Build 2
FRA:	Bre Mar Par Por Spa +Bel	(6) Build 1
GER:	-Ber -Hol War -Bel	(1) Tear 1
ITA:	Nap Rom Ven Tri Tun Mun +Ber +Vie	(8) Build 2
RUS:	Mos Sev Rum -Vie Bud +Ser	(5) Even
TUR:	Ank Con Smy -Gre +Bul	(4) Even

Due next time are builds/tears and orders for Spring 1906.

EMBASSY BEAT

Moscow, outside the Tsar's study:

'We hired who for the foreign minister?'

'Ah, Fisher, Sire...late of England, and Italy before that.'

'The one who scuttled the last English fleet after Germany invaded the British Isles?'

'Yes, Sire...He does have a lot of experence...'

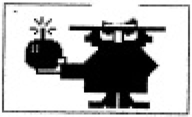
'As what--a dart board! He's been stabbed out of his last four governmental positions. I thought you were supposed to learn from experence. Allright, fill me in on what he's done for us so far.'

'Well.. he scuttled the northern fleet when the English overran St. Petersburg.'

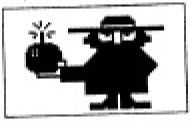
'Another fleet--this guy's worse than a typhoon to the navy!'

'Yes, Sire, but he is negotiating with the Turkish ambassador and moving to reclaim Warsaw from the German invaders and...'

'Fine, fine. See if you can find me some hot tea, you're making my head hurt, that's enough reports for today--I'm afraid I'll run out of ships. Fisher! Of all the political hacks to hire...'



BALKAN WARS VI
NEW GREEK KING!
Turkey Still A Football!
Spring 1911



ERRATA: Turkey captured THR so can build one.

Brad is still missing, so Andy York has taken over Greece. Turkey continues to be the whipping boy and Serbia is getting knocked around too.

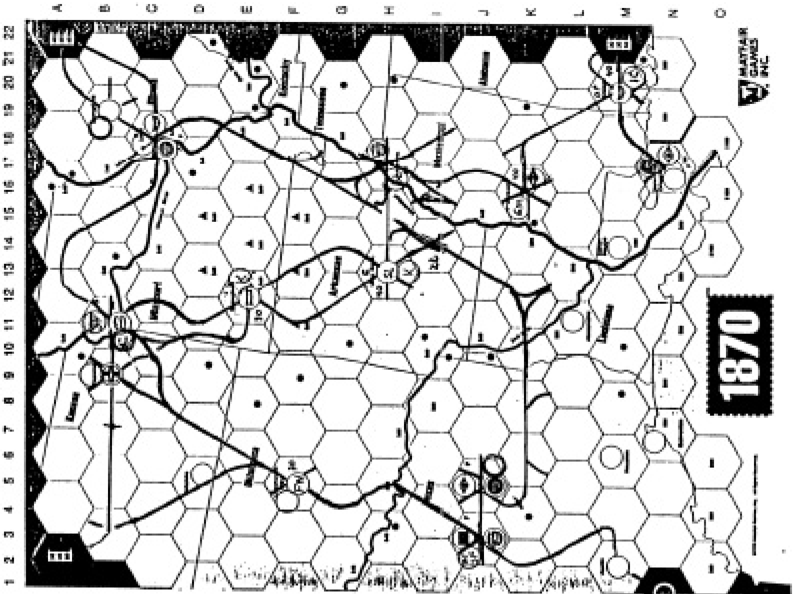
TROOP MOVEMENTS
Albania builds A TIR. Bulgaria tears F VAR. Rumania builds A CONA and A GAL. Serbia builds A BEL and A NIS. Turkey builds A CONE.

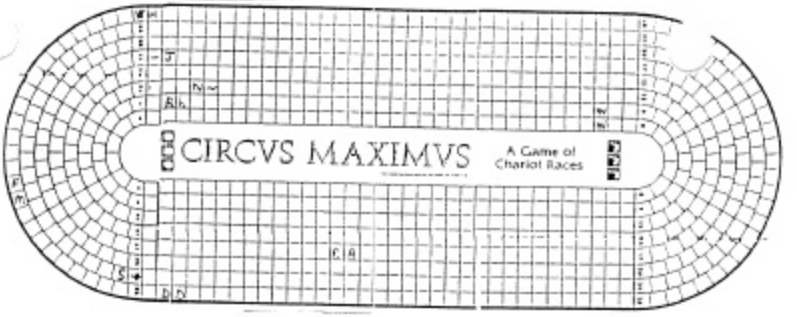
ALB (K Wilson): [A Mon S RUM A Buc-Bel](nso), F Tri S RUM A Clu-Cro, A Val S A Tir-Sko, A Tir-Sko;
BUL (Crandlemire): A Flo S A Mac-Thr, A Mac-Thr, [F Smy-Cone];
GRE (York): A Epi S A Ath-Sal, A Ath-Sal, F Cyc H;
RUM (Anderson): A Buc S A Cona-Dub, A Clu-Cro, F Dub-NBS, A Cona-Dub, A Gal-Tra;
SER (McCabe): A Bos-Her, A Sof-Var, [A Sko-Sal](r-???), A Bel S A Bos-Her, A Nis-Mit;
TUR (Fisher): [A Thr-Cone](r-???), F SBS S SER A Sof-Var, F Rho-SMB, F Cone-Aeg.

Orders in brackets fail: imp = impossible, nso = not so ordered, otb = off the board, r- = must retreat to, u = unordered

Serbian A SKO must retreat otb or to MAC, NIS, or SOF; Turkish A THR must retreat otb or to ARD.

Due next time are builds/tears and orders for Fall 1911.





BETTING BOOTHS OPEN!

ODDS	COLOR	DRIVER (CDM/DN)	CART	Wheels	TEAM	END	Speed	D/E
4-1	Red	Raisdre Al-Ghul (+2/8)	L	0/0	7536	22	23	1/1
4-1	Brown	Notasulgus (+1/4)	-	0/0	6436	30	17	1/0
6-1	Black	Josephus (+2/10)	M	0/0	5434	41	18	1/0
6-1	Blue	Sartorius (+2/10)	L	0/0	6446	36	21	1/0
7-1	Purple	Roman Holiday (+1/5)	-	0/0	6436	30	19	1/0
12-1	White	Flippus Maximus (+1/8)	M	0/0	5446	41	19	1/0
22-1	Green	Davidus Dumbitus (+0/7)	L	0/0	7436	49	20	1/1
247-1	Yellow	Won Hung Lo (+2/8)	H	0/0	2326	11	14	1/0

BETS: Andersonius bets 1000s each on RAG & DD. Pisciator bets 2000s on Josephus and 1000s each on RAG & DD. Grandlemirus bets 2000s each on RAG and DD.

Turn VI:

SARTORIUS: 21. Ahead 1, corner strain @ 1 over (14-2 = --; -1 END), ahead 10, out 1, ahead 9.

FLIPPUS MAXIMUS: 19, whip (+6, -6 END) = 24. Ahead 6, corner strain @ 8 over (9-1 = 8 = SS), ahead 4, out 1, ahead 3, attack D. Dumbitus cart-horse. DD brakes (7 vs 2+2; -2 END). Ahead 10.

WON HUNG LO: 14, whip (+6; -6 END) = 20. Out 1, ahead 1, attack Josephus cart-horse. J brakes (5+2 vs 7+2). Ahead 6, out 5, ahead 7.

DAVIDUS DUMBITUS: 20, no whip. Ahead 10, driver lash RAG. RAG evades (9+2 vs 9) and corner strains at 8 over (8-2 = 6 = --; -6 END).

NOTASULGUS: 17, being dragged. Ahead 17. Free 7-1 > 4 so no, take 1/2 = 1 driver hit, CDM = 0.

JOSEPHUS: 16, no whip, Ahead 10, out 1 ahead 7.

RAISDRE AL-GHUL: 23, no whip. Used 2 to evade, ahead 20.

ROMAN HOLIDAY: 19, being dragged. Ahead 19. Free 8-1 > 6 so no. Damage 1/2 = 1 driver hit.

Due next time are orders for Turn VII. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. Orders for Won Hung Lo will be randomly chosen from those submitted except that RH and N have priority.

AoR

AGE OF RENAISSANCE
"Rats for Sale"
Turn 16

SWAMP RAT
SWAMP
1

THE CAST (in tie-break order)
LONDON (Farrow): $26, 0K, 0M, 1C, 14t
PARIS (Crandlemire): $19, 2K, 0M, 1C, 16t
BARCELONA (Frueh): $23, 2K, 0M, 1C, 15t
GENOA (Osborne): $20, 1K, 0M, 1C, 18t
VENICE (J Baugenders): $20, 2K, 0M, 11C, 5t

PURCHASE PHASE
LON: Buy a Galley-2 (-$10)
BAR: Buy Caravan - 'I' (-$20) and stabilization (-$3)
GEN: **NMR!** GM buys stabilization (-$1)
VEN: Buy a Galley-2 (-$10) and stabilization (-$3)
PAR: Buy stabilization (-$3)

EXPANSION PHASE
LON: Place 2t (=c) @ Edinburg & St Malo, 1t @ Cornwall, 4t (=c) @ Bruges, 5t (=c) @ Portsmouth
BAR: Place 2t (=c) @ Montpelier, Valencia, Granada & Basque; 3t (=c) @ Seville, Lisbon; 1T @ Toulouse
GEN: **NMR!** GM places 4t (=c) @ Florence & Lyons, 5t (=c) @ Marseilles; 2t @ Rome.
VEN: Place 3t (=c) @ Milan & Dubrovnik; 4t (=c) @ Vienna; 1t @ Belgrade, Salzburg & St Gall;
PAR: Place 4t (=c) @ Bordeaux & Bruges; 2t (=c) @ Basel & Strassburg; can't play 2t @ St Malo.

Barcelona earns the Expansion Bonus card.

INCOME PHASE
Barcelona earns $60. Paris earns $40. Genoa, London & Venice earn $35.

SHORTAGE/SURPLUS
Surplus of Silk (S) -- Barcelona loses $1. Shortage of Metal (O) -- Barcelona & Genoa equal, no effect

STATUS
LONDON (Farrow): $51, 1K, 0M, 4C
BARCELONA (Frueh): $49, 4K, 0M, 7C
GENOA (Osborne): $54, 2K, 0M, 4C
VENICE (J Baugenders): $42, 3K, 0M, 4C
PARIS (Crandlemire): $49, 3K, 0M, 5C

MAP
B: C @ Bar, Basq, Gra, Lis, Mon, Sev, Val; 1T @ Toulouse
G: C @ Flo, Gen, Lyo, Mar; 2T @ Rom
L: C @ Edi, Lon, Por, StM; 1T @ Cor
P: C @ Basl, Bor, Dij, Par, Str
V: C @ Dub, Mil, Ven, Vie; 1T @ Bel, Salz, StG

Your cards (Karten) are:

LEGEND: B = Barcelona, C = Established Market (colored circle), c = new market (white circle), G = Genoa, K = cards, L = London, M = misery level, P = Paris, T = established tokens, t = new tokens, V = Venice

Due next time are Turn 1 Token purchase and Turn 2 Card Play. The 1st player may pay $6 to relieve the metal shortage and/or $8 to remove the silk surplus.

AoR

AGE OF RENAISSANCE

"What Inquisition!"

Turn 1: Purchase & Expansion Phases

?

Players (Capital Choices)

Alan Bargender	(VENICE, 1st)	Paul Boldue	(LONDON, 6th)
Phillip McCall*	(PARIS, 3rd)	Debbie Osborne	(GENOA, 4th)
Richard Copeland	(HAMBURG, 5th)	Pitt Grandlemire	(BARCELONA, 2nd)

Note: I forgot to add 1 misery to Genoa last turn for playing the "Crusades" card - Genoa has 10 misery.

Purchases:

HAM - Purchase Ship Upgrade (2-Galley) for $10, buy Caravan - "I" for $20, no stabilization - misery payment of 10 (increase to 10).
PAR - Purchase Caravan - "I" for $20, pay stabilization cost of $3
BAR - Purchase Ship Upgrade (2-Galley) for $10, pay stabilization cost of $1
VEN - Purchase Urban Ascendancy - "V" for $20, pay stabilization cost of $3
LON - Purchase Ship Upgrade (2-Galley) for $10, pay stabilization cost of $3
GEN - Purchase Caravan - "I" for $20, pay stabilization cost of $1

Expansion Phase

HAM - Place 4T -> DM @ Cologne, 3T -> DM @ Nuremberg, 2T -> DM @ Prague & 1T @ Stettin
PAR - Place 2T -> DM @ St. Malo, 2T -> DM @ Montpelier, 5T -> DM @ Dijon, & 3T -> DM @ Strassburg
BAR - Place 2T -> DM @ Valencia, 2T -> DM @ Granada, 3T -> DM @ Toledo, 2T -> DM @ Basque (unable to place 2T in Montpelier due to PAR DMs). GM places 1T in Toulouse and 1T in Palma
VEN - Place 4T -> DM @ Florence, 3T -> DM @ Milan, 1T @ St. Gall, 1T @ Salzburg & 3T -> DM @ Dubrovnik
LON - Place 2T -> DM @ Edinburg, 5T -> DM @ Portsmouth, 3T -> DM @ York and purchase card with 3T's.
GEN - Place 5T -> DM @ Marseilles, 4T -> DM @ Lyons, 5T -> DM @ Acre, 4T -> DM @ Cairo & 1T in Naples

Expansion bonus (card) given to PAR (4 new DM's)

Income Distribution:

HAM, VEN & LON collect $39; BAR & PAR collect $45; GEN collects $51

Die Rolls for Shortage/Surplus:

Green = 5, Black = 2 & White = 5 ==> Surplus of Wine (3-way tie - no majority fine)
Green = 3, Black = 2 & White = 2 ==> Shortage of Timber (2-way tie - no bonus card)

Total Cash for Turn 2

HAM = $39 VEN = $39 PAR = $51 LON = $53 BAR = $62 GEN = $51

One new card for Turn 2 shall be dealt to all.

Mapboard: (DM = Domination Marker, T = Token)

HAM: DM's @ Hamburg, Cologne, Nuremberg & Prague; 1T @ Stettin
PAR: DM's @ Paris, St. Malo, Montpelier, Dijon & Strassburg
BAR: DM's @ Barcelona, Valencia, Granada, Toledo & Basque; 1T @ Toulouse & Palma
VEN: DM's @ Venice, Florence, Milan & Dubrovnik; 1T @ St. Gall & Salzburg
LON: DM's @ London, Edinburg, Portsmouth & York
GEN: DM's @ Genoa, Suez, Marseilles, Lyons, Acre & Cairo; 1T @ Naples

Ship Upgrade

0 = PAR, VEN & GEN 2-Galley = HAM, BAR & LON

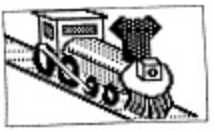
Misery

0 = PAR, BAR, VEN & LON 10 = HAM & GEN

Orders due next (11 Feb to Mark) are for Token Allocation and Card Play phases. Player #1 next turn may buy removal of Shortage/Surplus marker. Conditional orders and/or general intentions are highly encouraged.

Press

From the Blenderer - It is obvious that the Don of Barcelona is a truly enlightened despot. Many thanks for disposing of those revolutionaries.



1830

???? is ????

Stock Round #8 Report

?

PLAYER STATUS (# of certificates)

Ringhoffer $784, 6-C&O(P), 1-B&O, 1-Erie (7) (Priority)
Parrow $693, 6-B&M(P), 1-C&O, 1-NYNH, 1-PRR (8)
Hanna $1,282, 6-PRR(P), 6-NYC(P), 2-B&O(P), 5-CPR(P) (10)
Chinnery $665, 6-NYNH(P), 1-C&O, 1-PRR, 2-Erie, 2-B&M (11)
Fisher $681, 6-Erie(P), 4-CPR, 1-B&O, 1-PRR (7)
Buttita $1,652, 1-B&O, 1-NYNH, 1-C&O, 1-NYC, 1-Erie, 2-B&M, 1-PRR, 1-CPR (8)

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
B&O	D 130	5	-	---	$158	*3* & *4*	H5, H18* (1)
NYNH	D 120	1	1	$100	$562	2-*3*s	G19, P22
Erie	C 111a	0	-	---	$230	*5*	E11 (2)
NYC	C 111b	2	1	$100	$916	*3* & *4*	E19, H16, D14 (1)
B&M	D 100	0	-	---	$ 2	*5*	B23, P22
C&O	E 90a	1	-	---	$116	*4* & *5*	P5, (2)
PRR	E 90b	1	-	---	$129	*4*	H12, H15, G19s (1)
CPR	I 60(y)	0	-	---	$ 1	*3*	A19, F15, G19n (1)

STOCK ROUND 9 (continued)

Ringhoffer - Buy NYNH from IO for $100 (Has $664)
Parrow - Buy B&O from pool for $130 (Has $463)
Hanna - Buy B&O from pool for $130 (Has $1162)
Chinnery - Sell 1-PRR for $90 and buy C&O from pool for $90 (Has $665) PRR drops to P 80 (C&O sold-out)
Fisher - Sell 3-CPR for $150 and buy B&O from pool for $130 (Has $601) CPR drops to K 30(b)*
Buttita - Buy NYC from IO for $100 (Has $1652)

Ringhoffer - Buy NYC from pool for $111 (Has $673)
Parrow - Buy NYC from pool for $111 (Has $362) (NYC sold-out)
Hanna - Buy 3-CPR for $90 (Has $1052) (CPR sold-out)
Chinnery - Pass (Has $665)
Fisher - Buy B&O from pool for $130 (Has $471)
Buttita - Buy NYNH from pool for $120 (Has $1432) (NYNH sold-out)

Ringhoffer - Pass (Has $673)
Parrow - Pass (Has $362)
Hanna - Sell 1-NYC for $111 and buy B&O from pool for $120 (Has $1043) NYC drops to D 100 (B&O sold-out)
Chinnery - Pass (Has $665)
Fisher - Pass (Has $471)
Buttita - Buy NYC from pool for $100 (Has $1332) (NYC sold-out)

All pass ... Stock round is over. John Ringhoffer keeps the Priority Card. B&O rises to C 165, NYNH 140, Erie rises to B 126, B&M rises to C 111, NYC rises to C 111b, C&O rises to D 100 and the CPR rises to J 40(o). Orders for OR 8.1 are due to Mark by 11 Feb

PLAYER STATUS (# of certificates)

Ringhoffer $673, 6-C&O(P), 1-B&O, 1-Erie, 1-NYNH, 1-NYC (9) (Priority)
Parrow $362, 6-B&M(P), 1-C&O, 1-NYNH, 1-PRR, 1-B&O, 1-NYC (10)
Hanna $1,043, 6-PRR(P), 6-NYC(P), 4-B&O(P), 8-CPR(P) (11)

Chinnery	$566, 6-NYNH(P), 2-C&O, 2-Erie, 2-B&M (11)
Fisher	$471, 6-Erie(P), 1-CPR, 2-B&O, 1-PRR (9)
Butitta	$1,332, 1-B&O, 2-NYNH, 1-C&O, 3-NYC, 1-Erie, 2-B&M, 1-PRR, 1-CPR (11)

CORPORATION STATUS

Corp	Value	Pos	Cash	Trains	Tokens
B&O	C 185	0	$152	*3* & *4*	I15, H14* (1)
NYNH	C 140	0	$552	2-*3*s	G19, F22
Erie	B 126	0	$230	*5*	E11 (2)
B&M	C 111a	0	$ 2	*5*	B23, F22
NYC	C 111b	0	$916	*3* & *4*	B19, H16, D14 (1)
C&O	D 100	0	$116	*4* & *5*	F6. (2)
PRR	F 60	2	$129	*4*	H12, H16, G19s (1)
CPR	J 40(o)	0	$ 1	*3*	A19, F16, G19n (1)

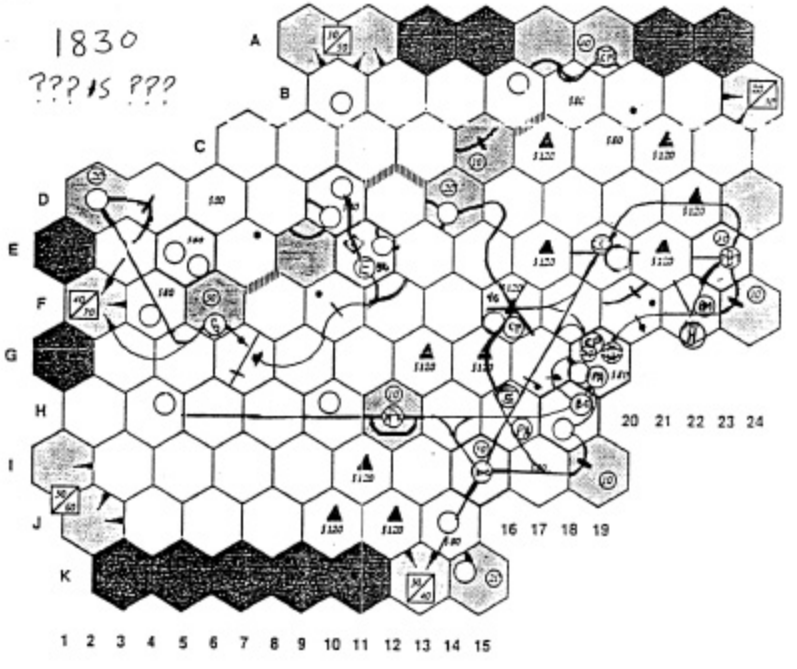
Trains Available: 36 DDDDDD

Tiles Available:

Yellow: #3(1), #4(2), #7(2), #8(3), #9(3), #57(1), #58(1)

Green: #14(2), #15(1), #16(1), #18(1), #19(1), #20(0), #23(5), #24(3), #25(1), #26(1), #27(1), #28(0), #29(0), #59(2)

Brown: #39(1), #40(1), #41(1), #42(2), #43(2), #44(1), #45(1), #46(2), #47(1), #53(1), #54(1), #57(1), #70(1)



1870 JAMES WEST

OR 9.1

ERRATA: Butitta has 5 shares of KATY and 12 shares are in the pool, so it remains at H72.

PLAYER STATUS (* at Certificate Limit of 11 - AT&SF shares don't count)

Bleske	$4, 6 PM(Pres), 6 SP(Pres)
Mordelmann	$776, 7 SLSF(Pres), 3 GM&O, 1 IC, 1 CB, 1 TP *
Butitta	$57, 5 KATY (Pres), 1 IC<Priority>
Hanna	$643, 7 AT&SF(Pres), 8 GM&O(Pres), 1 IC, 2 CB(VP), 1 PW *
Parrow	$666, 6 MP(Pres), 6 T&P(Pres)
Chinnery	$819, 4 IC(Pres), 6 CB(Pres), 3 AT&SF(VP), 2 KATY(VP)

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Shares	Tokens	Dest
SLSF	$180	0	3	$100	$47	4	0	B12,H13,H17(D)	M22
GM&O	$160	0	0	$110	$600	4	0	M20,K16,C18	--
MP	D140	0	3	$90	$108	6	1	C18,J8,J9	--
CB	C120	0	0	$82	$1201	5	1	H17, N11	--
PW	D100	0	3	$100	$267	46	0	J3,P5,A2	--
T&P	B100	3	0	$90	$109	6	0	J8(1,D)	N17
SP	A100	4	0	$100	$1000	--	-	(3,D)	N17
KATY	H72	0	2	$68	$0	6	1	B11,B12,H13(D)	N1
IC	G72	0	2	$76	$1	46	1	K16,M20,A22	--
AT&SF	G20	0	0	$68	$35	46	0	B9,B11,J3(D)	N1

OR 9.1

SLSF: Play #46 in C10(se). Run A22-C18-H17-K16 ($180). Pay dividends (PW +$126, SLSF +$64); price shares to D200.

GM&O: Play #145 in I14(se). A22-B19-C18* ($170). Pay dividends (CH +$136, WV +$34, GM&O +$17); price rises to C180. Buy 6-train ($600+17=$60 = $17).

PHASE CHANGE: All 4-trains are scrapped. Red hexes earn max rate. All dies available.

MP: Lay #23 in K6(se). Run A22-C18-I14-J4-J8* ($150). Pay dividends (DP +$90, MP +$60); price moves to A160.

CB: Lay #171 in B11. Play token in B11 ($40). Run H17-C18-B11-P5-J3* ($240). Pay dividends (DC +$144, CH + $48, WV +$24, CB +$24); price goes to C140. Buy 8-train ($1001+24=$10 = $998).

PW: Lay #15 in B3(se). Run J5-J3-P5-B9-B7-A2* ($240). Pay dividends (PZ +$144, PW +$72, CH +$24); rise climbs to D110.

T&P: Lay #40 in K12(ne). Run J3-J5-K4-I14-C18 ($130). Pay dividends (DP + $78, TP +$39, WV +$13); price moves to B110.

SP: Play initial token in N1. Lay #5 city in M3(ne) and #7 in M4(ne). No train so no run. Price slides to A90. Buy 8-train ($1000-$60 = $200).

AT&SF Destination Run: B9-B11-P5-J3-M4-N1* ($280). Pay dividends (CH + $196, DC +$84); price leaps to 130.

KATY: Lay #170 in J6(sw). Run A22-B19-C18-B11-E12-H13 ($270). Pay dividends (JB +$136, KATY +$81, D? +$54); price climbs to G82.

IC: Lay #170 in J8(nw). Run B11-C16-B19-A22* ($260). Withhold, so price drops to G68.

AT&SF: No tile play. Run C18-B11-F5-?3-M2-N1 ($330). Pay dividends (CH +$231, DC +$99); price moves to G40 (in the Green).

Due next time are orders for OR 9.5. We will likely see a 10-train next time.

PLAYER STATUS (* at Certificate Limit of 11--AT&SF shares don't count)

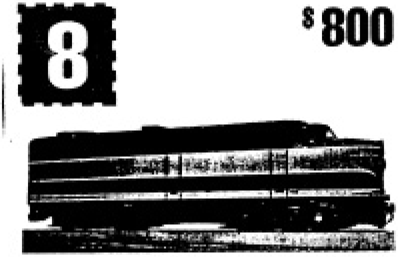
Zieske	$148, 6 PW(Prez), 6 SP(Prez)
Wordelmann	$973, 7 SLSP(Prez), 2 GM&O(VP), 1 IC, 1 CB, 1 TP *
Buttita	$162, 6 KATY (Prez), 1 IC <Priority>
Hanna	$1475, 7 AT&SF(Prez), 5 GM&O(Prez), 1 IC, 2 CB(VP), 1 PW *
Parrow	$834, 6 MP(Prez), 4 T&P(Prez)
Chinnery	$1500, 4 IC(Prez), 6 CB(Prez), 3 AT&SF(VP), 2 KATY(VP)

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Shares	Tokens	Dest
SLSP	D200	0	3	$100	$101	--	0	E12,H13,H17(D)	M22
GM&O	C180	0	0	$110	$17	8	0	M20,K16,C18	--
MP	C160	0	3	$90	$166	5	1	C18,J6,I9	--
CB	C140	0	0	$82	$935	56	1	H17,J9,B11	--
PW	D110	0	3	$100	$339	6	0	J9,P6,A2	--
T&P	B110	3	0	$90	$145	5	0	J6(1,D)	N17
SP	A90	4	0	$100	$500	5	0	N1(S,D)	N17
KATY	G76	0	2	$68	$81	6	1	B11,E12,H13(D)	N1
IC	G68	0	2	$76	$281	5	1	K16,M20,A22	--
AT&SF	G40	0	0	$68	$34	6	0	B9,B11,J3,N1	--

Trains Available: 10,10,12...
The Bank has $5,470.

Tiles Available: #1(1), #2(1), #3(2), #4(6), #5(1), #6(1), #7(6), #8(8), #9(9), #14(3), #15(2), #16(1), #17(1), #18(2), #19(2), #20(2), #23(3), #24(3), #26(3), #26(2), #27(2), #28(2), #29(2), #39(1), #40(1), #41(3), #42(2), #43(1), #44(1), #46(3), #47(1), #56(1), #56(1), #57(4), #58(4), #59(1), #70(2), #141(3), #142(2), #143(1), #144(1), #145(1), #146(2), #147(2), #170(1), #172(1)



ADVANCED CIVILIZATION

Assyria, Egypt NMR Again!
Turns 13.10-.12

TURN XIII

13.10: CALAMITY RESOLUTION

Civil War: Assyria NMR! GM flips Antioch, Salamis, 2T @ Bithynia, Cilicia, Cyprus, & Galatia, and 1T @ Lydia & Phrygia (20 pts); Iberia flips all but Ankara, Gordium, Kanesh & Miletus (20); GM selects larger faction. Iberia takes over Ankara, Gordium, Kanesh & Miletus.

Slave Revolt: Egypt has all T in revolt, NMR! GM reduces Buhen, Jerusalem & Thebes.

Flood: Assyria eliminates Sinope.

Epidemic: Egypt reduces Sardinia and U Egypt to 1T, loses 2T @ Alexandria, Buhen, Thebes & 1T @ Jerusalem (15); Assyria NMR so GM reduces Antioch to 2T and eliminates 2T @ Nineveh, 1T @ Bithynia, Cilicia, Galatia, Van (10); Crete reduces Phaestos and Etruria to 1T and eliminates 1T @ Dalmatia, Knossus, 10; Thrace loses 1T @ Crimea, Dacia, Ionia, Moesia, Scythia (5).

13.11: BUY CIV CARDS:

AFRICA: Buy AGRICULTURE (110) and MUSIC (60) for 5 Grain (100), 2 Ivory (36), 1 Timber, 1 Cloth, 26 credit, 1t.

BABYLON: Buy MINING (180), ARCHITECTURE (120), and MUSIC (60) for 6 Resin (176), 6 Bronze (180), 1 Timber (9), 30 credit & 2t.

EGYPT: Buy AGRICULTURE (110) for 4 Wine (80), 2 Salt (12), 2 Papyrus (4), 10 credit, & 6t.

ILLYRIA: Buy POTTERY (46) for 2 Ochre (4), 2 Hides (4), 2 Grain (16), 1 Timber (3), 1 Oil (4), 1 Bronze (6) & 8t.

THRACE: Buy CLOTHMAKING (46) for 4 Ochre (16), 2 Oil (16), and 20 credit.

13.12: ADVANCE AST: All hold.

The concession to Babylon failed 7-1.

TURN XIV

14.1: TAXATION: Africa collects 12t. Iberia & Thrace collect 6t. Babylon collects 7t. Assyria, , Crete & Illyria collect 4t. Egypt collects 2t.

14.2: POPULATION: Babylon, Egypt, Iberia, and Thrace fully populate. Africa has 17T, Illyria has 11T, Assyria has 7T, and Crete has 4T with which to populate.

14.0: CENSUS:

ILLYRIA:	1600 BC, 40T, 2C, 7t, 105 CP
AFRICA:	800 BC, 35T, 6C, 12t, 460 CP
BABYLON:	1000 BC, 34T, 7C, 9t, 725 CP
IBERIA:	1600 BC, 29T, 4C, 11t, 90 CP
EGYPT:	1000 BC, 28T, 1C, 7t, 320 CP
THRACE:	800 BC, 24T, 4C, 16t, 260 CP
CRETE:	800 BC, 23T, 2C, 24t, 175 CP
ASSYRIA:	1000 BC, 23T, 2C, 24t, 285 CP

DUE NEXT TIME: Turn 14 Population Expansion, Boat, Movement and Build City phases and buying gold. Written/e-mailed orders remain on file; vague verbal orders must be resubmitted.

THE BOARD (after XIII)

AFRICA (Mast): C @ Carthage, Corduba, Cyrene, Palermo, Thapsis, Tripoli; S @ New Africa, Libya; 2T @ Cyrenaica, Samnium, Subrata, Tunisia; 1T @ Baleares, Campania, E Mauritania, Ionia, Jalo, Libya, New Africa, Numidia, Tripolitania, W Mauritania. POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING, AGRICULTURE, MUSIC.

ASSYRIA (Deb Osborne): C @ Media, Salamis. 1S @ Antioch, Lydia, Sinope. 2T @ Antioch, Cyprus; 1T @ Armenia, Bithynia, Cappadocia, Cilicia, Galatia, Kuban, Lydia, Mikop, Nalchik, Nineveh, Phrygia, Van. MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT.

BABYLON (Anderson): C @ Babylon, Carthae, Charax, Petra, Sidon, Susa, Ur; 2T @ Aleppo, Babylonia, Chalcara, Damascus, Mari, Parthia, Sumeria; 1T @ Arabia, Phoenicia, Syria. COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC.

BARBARIANS (Nart): 4T @ Danubia; 1T @ Aquitania, Hispania.

CRETE (Boyum): C @ Rhodes, Sparta; 1S @ Byzantium; 2T @ Dalmatia, Moesia, Thessaly; 1T @ Athens, Argos, Byzantium, Delphi, Corinth, Epirus, Eretria, Illyricum, Knossus, Macedonia, Pannonia, Phaestos, Thrace. METALWORKING, MYSTICISM, POTTERY.

EGYPT (Ringholler): C @ Siwa; 1T @ Alexandria, Buhen, E Desert, Fayum, Gaza, Jerusalem, Memphis, Ptolemais, Sardinia, Sinai, Tanis, Thebes, U Egypt, W Desert. MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE.

IBERIA (Farrow): C @ Ankara, Gordium, Kanesh, Miletus; 1S @ Etruria, Lusitania, Milazzo, New Carthage; 3T @ , Narbo; 2T @ Etruria, Massilia, Milazzo, Pyrenees; 1T @ Lugdensis, Lusitania, New Carthage, Tarraconensis. CLOTHMAKING, POTTERY.

ILLYRIA (Bryden): C @ Appollinis, Ithaca; 5T @ Germany; 3T @ Belgica, Pannonia, Rubicon; 2T @ Londinium, Rome; 1T @ Aquitania, Britannia, Cisalpina, Gaul, Illyricum, Neapolis, Paeonia, Rhaetia, Rhine, Tarentum, U Germany. DRAMA & POETRY, POTTERY.

THRACE (Zieske): C @ Sardes, Thera, Thessalonica, Troy; 1S @ Byzantium, Neopolis; 2T @ Byzantium, Ionia; 1T @ Caralis, Corsica, Crimea, Dacia, Danubia, Lesbos, Moesia, Scythia, Thrace. DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING.

YOUR CARDS ARE:

Figure 2. **Egyptian sandal-makers in the 18th dynasty (1552–1306 B.C.).** Picture after Zahn.

MAGIC REALM

New Cave Gathers
Game 3 Scores

The Cast:

Dave Anderson:	Buster the Berserker
John Butitta:	Rosalinda Irontoes the Amazon
Don Chinnery:	Wanderer the Pilgrim
Pitt Crandlemire:	Fern Crystallight the optional Woods Girl
Dan Parrow:	Sir Quier the White Knight
Phil McCabe:	Connor the Dwarf
Debbie Osborne:	Xyla the optional Woods Girl

EVENING 0

MONSTER ROLL - -

The Inn is at Bad Valley 4. The Chapel is at Evil Valley 5. The ghosts are at Dark Valley 6. The House is at Cursi Valley 4. The Guard are at Awful Valley 5.

Buster starts at the Inn with a great axe from the Order and a helmet from the Patrol (13G).
Connor starts at the Inn with a great axe from the Order and a helmet from the Soldiers (13G).
Fern starts at the Inn with a light bow from the Woodfolk (6G).
Rosalinda Irontoes starts at the Inn with a short sword from the Soldiers and breastplate, helmet, and shield from the Company (25G).
Sir Quier starts at the Chapel with a suit of armor and great sword from the Order (27G).
Wanderer starts at the Chapel with a staff from the Soldiers (1G).
Fern starts at the Inn with a light bow from the Woodfolk (6G).

STELLAR CONQUEST

The games are presently awaiting:
JAMES T. KIRK--Combat orders for Turn 35 and movement orders for Turn 36.

WILLIAM T. RIKER--Production 8 & Turns 9-12.

W. THOMAS RIKER--Due next time are Production 8 and orders for Turns 9-12.

Please expedite your orders. The time you save is only your own.

DUNE
Atreides Foiled!
Turns 12/13

THE CASE

ATREIDES (Fisher): KH, 2L, 11S, 3C, 2T @ Arrakeen, 10T @ Habbanya Ridge Sietch, 8T @ Carthag.
EMPEROR (Deb Osborne): 59S, 4C, 2T & 2* @ Imperial Basin, 3T & 1* @ Rock Wall West, 2T & 1* @ Tuek's Sietch.
FREMEN (Anderson): 8S, 1C, 1T @ Greater Flat.
GUILD (Wilson): 8S, 4C, 8T @ Tuek's Sietch, 1T @ Sietch Tabr.
HARKONNEN (Bryden): 27S, 8C, 6L, 2T @ Carthag, 10T @ False Wall East (39).
IX (Narhi): 72S, 4C, 11T @ Arrakeen, 6T @ Shield Wall.
TANKS: (7 & 1*)E, (12 & 2*)F, 4L, 4G; Lady J, B Rabban, Colonel, Count Fenring, Jamis, Guild Rep, Bashar, D Idaho.

TURN 12

7. COMBAT:

Tuek's Sietch: Emperor (2T & 1*) vs Guild (8T @). A states for G that E will play no defense. G plays "Cheap Hero", "Poison Weapon", 8S and dials 8. E is NMP, so GM plays Caid(3), 0S, and dials 1.5. G wins 8-1.5 and collects 3S for Caid.

Arrakeen: Ix (11T) vs Atreides (2T @). A states that I will play no weapon. Ix plays 2nd Lt (1), "Kulon", "Snooper", 5S, and dials "3". A plays Gurney Halleck (4), "Ballset", 2S and dials 2. I wins 10-5. "Kulon" are "Ballset", 9T of Ix, and 2T of A go to the Tanks.

Carthag: Atreides (8T) vs Harkonnen (1T @). A states that H will play no defense. H plays Umman Kudu (1), 0S and dials 0.5. A plays Dr. Yueh (1), KH (2), "Maula Pistol", 0 spice, and dials 0.5. A wins 3.5-0.5 and collects 1S for the slain U. Kudu. A & H lose 1T.

8. SPICE COLLECTION: I collects 10S and 2 S for Arrakeen. A collects 2S for Carthag. G collects 1S for Tuek's Sietch.

TURN 13

1. The STORM moves from Sector 3 to Sector 5. The next weather chit is _.

2. SPICE BLOW: Shai-Hulud appears in Rock Outcroppings destroying 6S there. Cielago South (12) and Hagga Basin (9) have spice blows. Shihaya Ridge still has 6S. We have a nexus: alliances may be made or broken.

3. BIDDING: There are four cards available: They are:

_____, _____, _____, _____.

Due next time are orders for any voluntary actions from Turn 13 Bidding to Turn 14 Spice Blow. Remember, the game ends after Turn 15, and there will be a winner.

ATREIDES (Fisher): KH, 2L, 12S, 2C, 10T @ Habbanya Ridge Sietch, 6T @ Carthag.
EMPEROR (Deb Osborne): 59S, 4C, 2T & 2* @ Imperial Basin, 3T & 1* @ Rock Wall West.
FREMEN (Anderson): 8S, 1C, 1T @ Greater Flat.
GUILD (Wilson): 8*S, 3C, 3T @ Tuek's Sietch, 1T @ Sietch Tabr.
HARKONNEN (Bryden): 27S, 8C, 4L, 10T @ False Wall East (39).
IX (Narhi): 76S, 3C, 2T @ Arrakeen, 5T @ Shield Wall.
TANKS: 3A, (9 & 2*)E, (12 & 2*)F, 9G, 1H, 12I; Lady J, B Rabban, Colonel, Count Fenring, Jamis, Guild Rep, Bashar, D Idaho, U. Kudu, Caid.

LEGEND: * = starred token, (#) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremen, G = Guild, H = Harkonnen, I = Ix, KH = Kwitrach Haderach, L = leaders, S = spice, s# = sector #, T = token.

YOUR CARDS ARE:

SETTLERS OF CATAAN

Gamestart

The cast

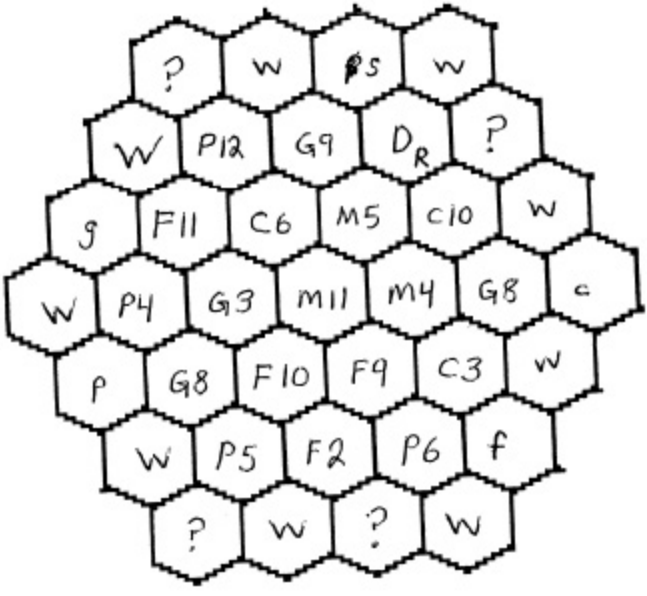
David Anderson
Don Chinnery
Debbie Osborne
Kevin Wilson

We'll be following the system that Andy Lewis uses in SOB. What we need this time is Dave's through Debbie's initial placement. Next time we'll do Kevin's two placements and Debbie through Dave's second placement. We'll then proceed with Turn 1.1 through 2.1 (i.e., Dave will send his first two moves). I'll publish everyone's rolls for the turn and try to match desired trades as per your wishes. Your set-up orders should be contingent on who's played what before you.

Hex notation: Settlement/city placement will be specified by naming the three hexes that make the intersection where the settlement is to be placed. Roads by naming the two tiles whose common edge the road is on. Since we have two "Grain-8"s naming by type and number isn't foolproof. So let's go with the top left tile being "A1", the top right "A4", the farthest left "D1", the farthest right "D7", the bottom left "G1" and the bottom right "G4".

LEGEND:

?	generic 3:1 port	#	dice number
C/c	clear hex / brick special port	D	desert hex
F/f	forest hex / lumber special port	G/g	grain hex/grain special port
M/m	mountain hex / stone special port	P/p	pasture hex/ wool special port
R	robber	W	water tile



The Hunt

2nd Chase Tied!

Crandlemire Still Leads!

THE HUNT is a word game inspired by James Lipton's book, "An Exaltation of Larks", where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep" or "pride" for "lions". Boris and Ms Nar will rank each entry for each word and the best score will be the winner. Each word is a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are ranked equally. The first player to score 10 points wins six free issues of this rag. THE HUNT is run in Chases or rounds. We report the second Chase of the 4th Hunt and begin the third. Gentlefolk, to the Hunt!

CHASE 2:

1. Elves	collective, dance(B), employ(N), keebler, shoe(L), tribe(@), workshop(@)
2. Mistletoe	bush, kiss, peck, smooch, sprig(1,B,N*)
3. Carollers	annoyance, choir(1,N), chorus(1,B*), crooner, song
4. Presents	haul(B), litter(N), pile(2), stack, plethora, wrapping(*)
5. Bowl games	bevy, excess(B), flush, huddle, plethora(N), sdr, tournament(*)
6. Clearance Sales	abundance, barraar(@), cacophony(N), crush(@), frenzy(B), ripoff, yawn
7. Ornaments	array(*), crunch, dangling, display(B), expense, glitter(N), tree
8. Santas	bellyful, corner(B), mall, sack, shitload, sleigh(N), sleighful(*)
9. Nativity Scenes	awe(B), creche(@), display(N), Holy See, presence(@), stable, village
10. pre-SuperBowl hype	bowl, buzz(@), drone(N), exaggeration(@), overkill(B), overwhelming(@), pack

Legend: B = Boris's suggestion, L = Lipton's suggestion, N = Ms Nar's suggestion, # = multiple entries, * = sole winner, @ = tied for 1st

Chase 2 Score: Crandlemire & Farrow 3.33, Nast 2.50, Anderson 0.5, Fisher 0.33

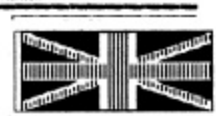
Total Score: Crandlemire 6.33, Farrow 6.17, Nast 4.83, Fisher 1.33, Anderson 1.33

Chase 3: (Theme: MAGIC REALM characters)
1. dwarves 2. pilgrims 3. knights 4. amazons 5. druids
6. wizards 7. magicians 8. swordsmen 9. berserkers 10. captains

BRITANNIA

TURN IV

Irish to Play



Score: Purple 32, Blue 4, Green 2, Red 0

The Board:

Romans: 3L,P @ Pennines; 1L,P @ Alban, Avalon, Bernicia, Cheshire, Dunedin, Hwicce, Kent, Lindsey, Lothian, Sussex, York; P @ Cumbria, Downlands, Mar, March, N Mercia, S Mercia, Suffolk, Wessex.
Welsh (0 PP): 2A @ Powys; 2A @ Devon, Dyfed, Gwynedd; 1A @ Clwyd, Cornwall, Gwent.
Brigantes (0.5 PP): 2A @ Dalraida, Strathclyde; 1A @ Galloway
Picts (0 PP): 2A @ Moray, Skye
Caledonians (0): 2A @ Caithness, Orkneys; 1A @ Hebrides.
Irish (0): 2R @ Atlantic
Scots: 1R @ Irish
Jutes: 3R @ Channel
Saxons: 3R @ Channel
Angles: 3R @ Frisian

ON DECK

1830: Zieske, Hanna, Crandlemire
ADV CIV: McCabe, Crandlemire, Deb Osborne
AIR BARON: Copeland, K Wilson
CIRCUS MAXIMUS:
  Tourney: Anderson, Crandlemire
CONQUISTADOR: Copeland
DIPLOMACY:
  Regular: Boyum, Martinson
  Colonial: McCabe, Anderson, Gunar, Boyum
  Gunboat:
DUNE: K Wilson, Anderson, Crandlemire
GUNSLINGER: Anderson, Crandlemire
HISTORY OF THE WORLD: Anderson, Deb Osborne, Zieske
KREMLIN: Fisher, K Wilson
MAHARAJA: Dan Osborne, Crandlemire, K Wilson
MERCHANT OF VENUS: Deb Osborne, Butitta, Chinnery
RUSSIAN CIVIL WAR: K Wilson
SILVERTON: Zieske, Deb Osborne
TITAN: Dan Osborne, Crandlemire, Anderson, McCabe

OTHER POSSIBILITIES: CIRCUS IMPERIUM, GLADIATOR Bloodbath, KAMAKURA, MACHIAVELLI

I-NET

A. Bargender: alanb@star98fm.com
P. & M. Bolduc: prboldu@aol.com
P. Boyum: pcboyum@redshift.com
J. Bryden: bryden@acs.ucalgary.ca
J. Butitta: dogjob@secpo.com
P. Crandlemire: pittc@synoon.com
D. Farrow: dwfw@dca.net
R. Fisher: rfisher@isaac.net
W. Fowble: wifobe@aol.com
M. Frueh: 70413.2331@compuserve.com
J. Fryling: jfryling@juno.com
S. Gunar: sgunar@aol.com
C. Hanna: coh@sma.usna.navy.mil
C. Hassler: 70514.37@compuserve.com
L. Kendrick: lkend@ercis.com
J. McQuinn: jmcquinn@delphi.com
P. McCabe: pmccabe@excel.net
W. Narhi: narhiw@dieboldcom cr 108036.546@compuserve.com
P. Nash: 110324.337@compuserve.com
M. Quist: qst@rivercity.com
P. Saunders: sandrep@tidalwave.net
J. & R. Shaklett: jlshack@bbtel.com
K. Welch: welch@danenet.wicip.org (Exp 9e)
K. Wilson: ckevinw@aol.com
W. Wondelmann: vulch@ts.netcom.com
A. Yorke: wandrew@compuserve.com (Exp 6E)
P. Zieske: zieskep@baxter.com

OUR SUBSCRIBERS

David Anderson, 915 Williamsbury Rd, Apt 143, Waterford, MI 48328; (248) 738-1849
Alan & Jason Bargender, 2124 Greenbud, Mosinee, Wisconsin 54455; (715) 359-0838
John Boardman, 234 East 19th St, Brooklyn, NY 11226-5302
Peter Boyum, 760 Oak St, Monterey, CA 93940; (408) 656-0218.
John M Bryden, 2440 Sovereign Cres. S.W., Calgary, AB T3C 2M9, Canada; (403) 246-2507
John Butitta, 339 Ninth, Neenah, WI 54956; (414) 725-7216
Don Chinnery, 3606 Florham Place, Asheville, NC 28806; (704) 665-7583.
Rich Copeland, 1666 Meyers STN Rd, Odenton, MD 21113-2307; (301) 261-0930.
Pitt Crandlemire, 7 Franklin St #3, Brookline, MA 02416; (617) 7734-6315.
Daniel Farrow IV, 18 W Felton Ave, Ridley Park, PA 19078; (215) 6521-6701
Ron Fisher, 210 Normandy Dr, Wilmington, NC 28412; (910) 395-8830
Wade L. Fowble, 1197 Longbrook Rd, Lutherville, MD 21093-6307
Mark Frueh, 1128 Olympus, Naperville, IL 60540; (708) 357-7780
Jim Fryling, 5444 Bonnie Ave SE, Kentwood, MI 49508; (616) 261-2756
Seth Gunar, 41-34 Christine Ct, Fair Lawn, NJ 07410; (201) 791-8690
Chuck Hanna, 373 Wiett Ct, Severna Park, MD 21146-1919; (410) 544-3077
Chris Hassler, 681 Candia Circle, La Habra, CA 90631; (714) 773-0940
Lee Kendter, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951
Eddie LaForge, 2602 W Jackson St, Apt 3, Tupelo, MS 38801
Michael Lowery, 6508-D Fourwinds Dr, Charlotte, NC 28212
Philip McCabe, 1107 Oakland Ave, Sheboygan, WI 53081; (920) 459-9292.
Jamie McQuinn, 1619 Shroyer Rd, Dayton, OH 45419; (937) 296-0836
Matt Martinson, 6943 N Santa Monica Blvd, Milwaukee, WI 53217; (414) 332-6421.
Wayne Morrison, MDS, Unit 61901, Box R-762, APO AE 09809-1901
Ward Narhi, 2241 Front St, Cuyahoga Falls, OH 44221; (216) 923-0748
Philip Nast, 4318 Rhine Dr, St Louis, MO 63033; (314) 839-9906
Debbie Osborne, 170 Gale Blvd, Apt 104, Melvindale, MI 48142; (313) 383-4694
Michael Quist, 2876 Irving Ave #24, Minneapolis, MN 55408; (612) 822-6497
J. Ringhoffer, Rt 2, Box 674, Pounding Mill, VA 24637; (540) 964-5479.
Paul Saunders, 124 Hopeland Lane, Sterling, VA 20164; (703) 4406-4167.
Jack & Rose Shacklett, 356 Hobbs-Reesor Rd, Vine Grove, KY 40174; (502) 828-4261.
Conrad von Metzke, 4374 Donald Ave, San Diego, CA 92117
Brad Wilson, 123 N 3rd St, 3rd Floor, Easton, PA 18040; (610) 923-8810
Kevin Wilson, 372 Gateford Dr, Ballwin, MO 63021; (314) 391-9668
Bill Wordelmann, 241 Canyon Trail, Carol Stream, IL 60188-1364; (708) 6668-8204
Andrew York, PO Box 2307, Universal City, TX 78148; (210) 658-6066
Paul Ziesko, 8501 Keenan Lane, Glenview, IL 60025; (847) 498-9907

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DEADLINE FOR MOST GAMES IS 1200 CENTRAL TIME 14 FEB 98

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The Bottom Line

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c/o 283 Devon Ct
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